SWF

PURE FORCE

# GAME PAK INSTRUCTIONS

Licensed for play on the

PROBOX

HOME ENTERTAINMENT CONSOLE

JABROVTEK INNOVATION

# MEGA MAYHEM 88

ULTIMATE BEATDOWN EDITION!

Congratulations on acquiring MegaMayhem '88™, the premier digitized wrestling entertainment simulation! This manual will guide you through the essential techniques and operational methodologies necessary to fully engage with the MegaMayhem system. Proper understanding of this manual is not strictly required but is highly recommended for optimal interaction with the program.

Instruction Manual
Version 1.03 – Rev. A (U.S. Market)
For use exclusively with the ProBox™ Family Home Entertainment Console.

This official seal is your assurance that Jabrovtek has reviewed this product and it meets our rigorous standards for excellence in workmanship, sportsmanship, strength, reliability, accountability, entertainment value and thought purity. Always look for this seal when buying ANY product to ensure complete compatibility, full functionality, and incorruptible rectitude.

Jabrovtek and ProBox are registered trademarks and their unauthorized use will provoke an aggressive response from Jabrovtek security forces.

If you've been dreaming of getting into the ring with the greats of the SWF, now's your chance! Step into the squared circle and bask in the deafening cheers of the crowd as you collide with Duke Hardstone, Hotwire Hauser, Colonel Vex, and more. GET PUMPED!

## GET READY FOR A BEATDOWN!

They're the legends. The giants. The sanctioned anomalies of impact physics. The all-time most piledrivingest, body-smashingest grapplers ever authorized by the **SWF Combat Oversight Division**. And they're waiting for you!

Launch your limbs. Deploy your knees. Detonate your fists. Or simply lead with your skull—permission granted, liability waived. Because in SWF's MegaMayhem '88™, restraint is deactivated!

You can be whoever you want to be, and battle whomever you despise! Pit Rickie Rizzo against Duke Hardstone in a battle of the bad boys. Enlist with Colonel Vex. Boogie woogie with The Stampeder. Make The Trashman clean up the ring, and watch what happens when someone's in his way. Or see what tricks Hotwire Hauser has under his helmet!

Whether it's a sanctioned brawl in an alley, a ritual clash at Shimmer Beach, or an unscheduled encounter inside the Reflecting Pit, one outcome remains guaranteed: Somebody's gonna get beaten into oblivion!

# SECTION ONE: INITIATION PROTOCOL

## 1.1 CONSOLE PREPARATION

Insert the **MegaMayhem '88™** Data Cartridge into your *ProBox™* system only when the unit is powered off.

Failing to observe this may result in loss of wrestler alignment or scrambled move states.

Ensure an adequate supply of properly volted power exists and is being routed to the console. Proceed to modulate the red vivication button.

## 1.2 SYNCHRONIZATION PROCESS

Upon bootification, observe the calibration screen. When prompted, hold the 'Start' button while repeatedly tapping the 'Select' button until the official **MegaMayhem '88™** logo stabilizes.

If the logo appears flickering, refracted, or mirrored, immediately de-power the *ProBox™* system. Repeat the process beginning with Section 1.1 until adequate results are achieved.

# SECTION TWO: WRESTLER SELECTION INTERFACE

## 2.1 MENU NAVIGATION

To scroll through available grapplers, press either the 'A' or 'B' button while holding 'Left' or 'Right' on the control pad. The direction of scroll is dependent on the selected button and the prior match outcome (if available).

To lock in a wrestler, tap 'Down' twice and then press 'A' during the first animation cycle.

## 2.2 SUPERSTAR SELECTION

Individual details regarding the SWF Superstars™ that are available for selection will be detailed in a subsequent section different from the current section in progress.

**Note:** Some wrestlers may not appear in the selection menu until specific sequences of matches have been completed or interrupted.

# SECTION THREE: MATCH ENGAGEMENT

## 3.1 STANDARD MANEUVERING

Movement is controlled via the directional pad. Wrestlers pivot directionally depending on current stance mode. Holding 'Up' during transition may cancel stance, while holding 'Down' re-engages it.

## 3.2 GRASPING & CONTACT INITIATION

To initiate a grapple:

- Stand at appropriate proximity to the selected opponent
- Press and hold 'B'
- Quickly tap 'A' to confirm combat intention
- Release both before the fourth animation frame for standard grip, or after for contested hold

**Note:** Attempting to grapple from a crouch state or while mid-stride will result in a slip or partial lock, depending on momentum variables.

## 4.1 STRIKE EXECUTION

Strikes are deployed using the 'A' button. Strength of the strike is determined by duration held and number of prior movements. Three light presses followed by one hold yields a "Flare" combo. Reversing the order cancels it.

tapping 'A' immediately *before* the opponent's contact frame and then releasing upon visual confirmation.

Failure to time correctly will result in vulnerability state or, in rare cases, a reversal lock.

## 4.2 DEFENSE AND COUNTERING

To block, hold 'Down' and press 'B' before your opponent begins animation. Successful counters require anticipatory input—i.e.,

# SECTION FIVE: ADVANCED TECHNIQUES

## 5.1 SIGNATURE EXECUTION PROTOCOL

Each wrestler possesses a unique maneuver known as their "Signature Form." To execute, meet all of the following criteria simultaneously:

- Opponent is in staggered state (post-damage frame 3–5)
- Wrestler is in Peak Momentum (displayed by flickering belt icon)
- Player inputs: 'Left, Right, Down, A, B, A' within one second

**Note:** Repeating the sequence within a ten-second window nullifies the signature form.

## 5.2 RING AWARENESS MECHANIC

Wrestlers may exit or enter the ring by holding 'Up' and tapping 'Select' at corner boundaries. Boundary behavior varies depending on crowd state, fatigue level, and previous ring exit history.

# SECTION SIX: WIN CONDITIONS & SCORING

Victory is determined either by pinfall, submission, count-out, or accumulated momentum if time expires.

- To pin: Opponent must be grounded and in red stamina. Press 'Down' + 'B' while facing chest-to-chest.

- Submission: Hold 'A' + 'B' near prone opponent's legs until they flicker. Release before the seventh flicker or move is void.

Scoring is cumulative and adjusted post-match based on a variety of performance modifiers, as well as a combination of other factors including but not limited to: match type, internal ranking seed, and algorithmic evaluation.

All such data is retained until the system is set to a power-down state and/or internal battery depletion.

# SECTION SEVEN: TROUBLESHOOTING

During the course of play, users may encounter one or more of the following minor issues. These are expected, and should be dealt with calmly and without complaint.

**Symptom:** Wrestler spins endlessly or vanishes mid-match.
**Solution:** Reset the console and attempt match again without using the corner turnbuckle.

**Symptom:** All controls reverse after Signature Form.
**Solution:** This is a known feature. Adjust play accordingly.

**Symptom:** Combatant begins communicating via unknown glyphs during match pause screens. Glyphs persist across save states.
**Solution:** This is part of the narrative scaffolding system and indicates partial attunement. Avoid staring directly at the glyphs or attempting phonetic approximation. Continue playing as normal; if comprehension increases, consult a metaphysician.

**Symptom:** At match conclusion, the game starts playing backwards.
**Solution:** This is not a bug, but an aesthetically permissible loop condition. Do not attempt to "fix" the timeline using console reset as you may already be in the Retention Layer. Proceed cautiously.

## ROSTER OF RIVALS

In *MegaMayhem '88™*, players will face a progressively difficult lineup of ten distinct combatants, each rendered with up to 12 colors and individual animation schemas. Every wrestler has a unique style profile and at least one Signature Form (see Section 5.1). The following dossier contains essential briefing information on each opponent. Use discretion.

**REMINDER:** Each wrestler must be studied over time for pattern recognition. Relying solely on brute input or rapid striking will not result in consistent victories or mental wellness. Strategic understanding of engagement zones, input hierarchy, and stamina psychology is strongly advised.

NOTE: *Multi-Competitor Engagements* are available for play. Such "Tag Matches" require sequential input coordination:

- To tag: Press 'Select' while holding 'Left' + 'A' near your team corner.
- If partner refuses tag, retreat to neutral quadrant and reattempt. Tag frequency may be limited depending on internal stamina economy.

## “IRON” VIC DALTON

*Style:* Ground-Pound Technician

*Bio:* A former longshoreman with a steel-plated jaw and a disdain for aerial offense. Known for his low center of gravity and refusal to emote.

*Special Move:* **Harbor Lock** – Immobilizes the opponent by crouch-pinning for three full animation cycles.

*Notes:* Cannot be stunned with normal strike patterns.

# BILLY "HOTWIRE" HAUSER

*Style:* Speed/Agility Specialist

*Bio:* A street racer who turned to wrestling after being banned from the Grand Prix circuit for "excessive velocity." Claims to have invented the dropkick.

*Special Move:* **Voltage Kick** – Unleashes a flurry of fast high strikes if the player attempts to grapple.

*Notes:* Often enters the ring in a sprint, making early grapples risky.

# COLONEL VEX

*Style:* Rule-Breaking Grappler

*Bio:* Dishonorably discharged from a military of unknown origin, Vex dominates opponents with mind games and eye pokes.

*Special Move:* **Tactical Interference** – Temporarily disables player input if attempted during a taunt sequence.

*Notes:* Gains strength the longer the match continues.

# STAMPEDER CALDWELL

*Style:* Powerhouse Brawler

*Bio:* A champion rodeo cowboy who transitioned into wrestling to "fight bulls on two legs."

*Special Move:* **Hoof Breaker** – A powerful stomp with chance of knockdown; increases effectiveness if used in corners.

*Notes:* Immune to standard trip maneuvers.

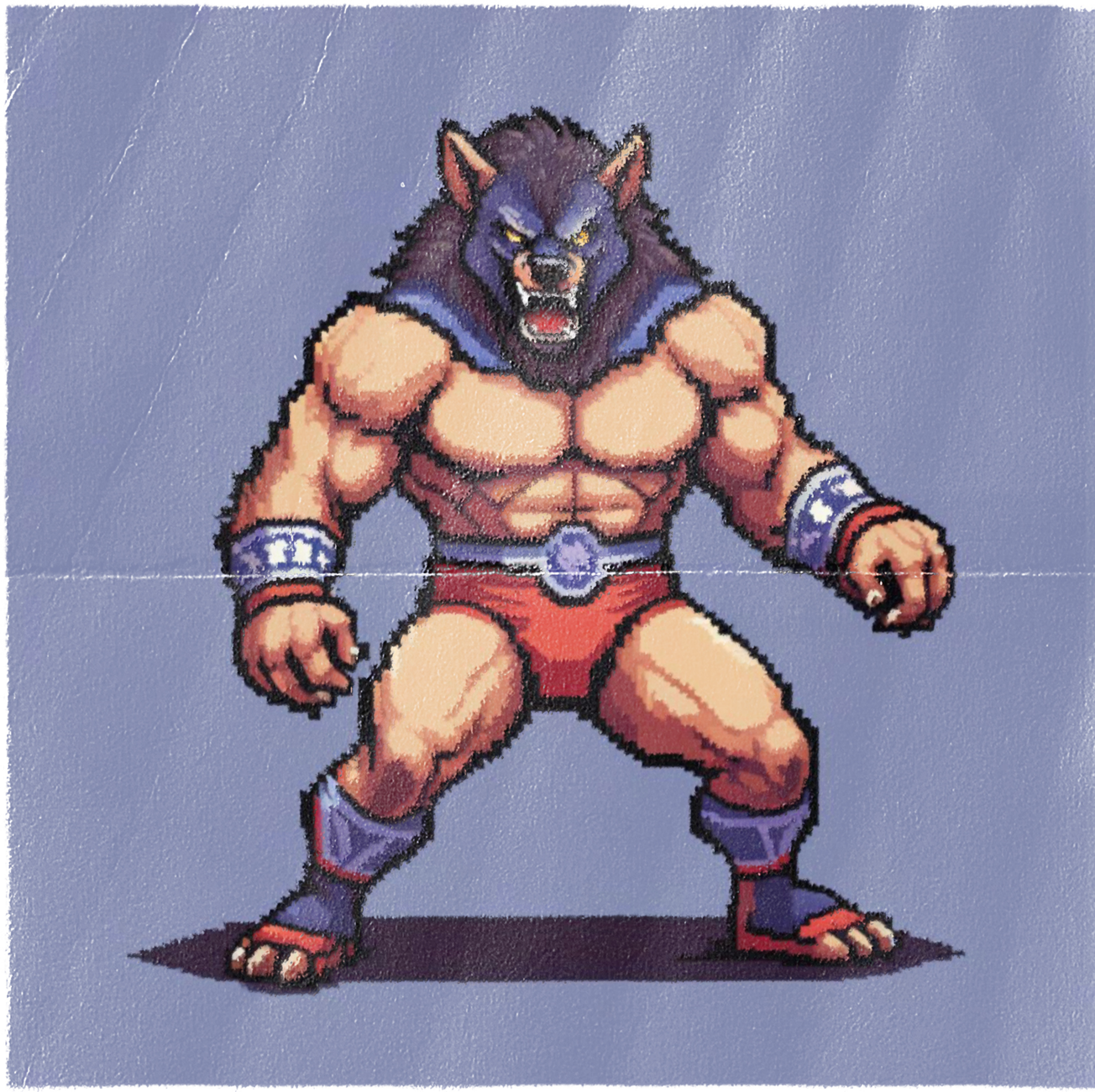
# NIGHTWOLF GRAVES

*Style:* Unpredictable Counter-Wrestler

*Bio:* Mystical loner who claims to "wrestle dreams into submission." No confirmed real name.

*Special Move:* Shadow Snap – Automatically counters grapples if opponent stamina is green.

*Notes:* Signature Form only activates at low health.



# RICKIE RIZZO

*Style:* Dirty Boxing & Clinch Control

*Bio:* Retired club bouncer from Newark with alleged mob ties and a short temper.

*Special Move:* Jersey Clinch – Locks the player in place and delivers looping punches until disengaged with simultaneous 'A'+'Select'.

*Notes:* Will sometimes activate special mid-fall.

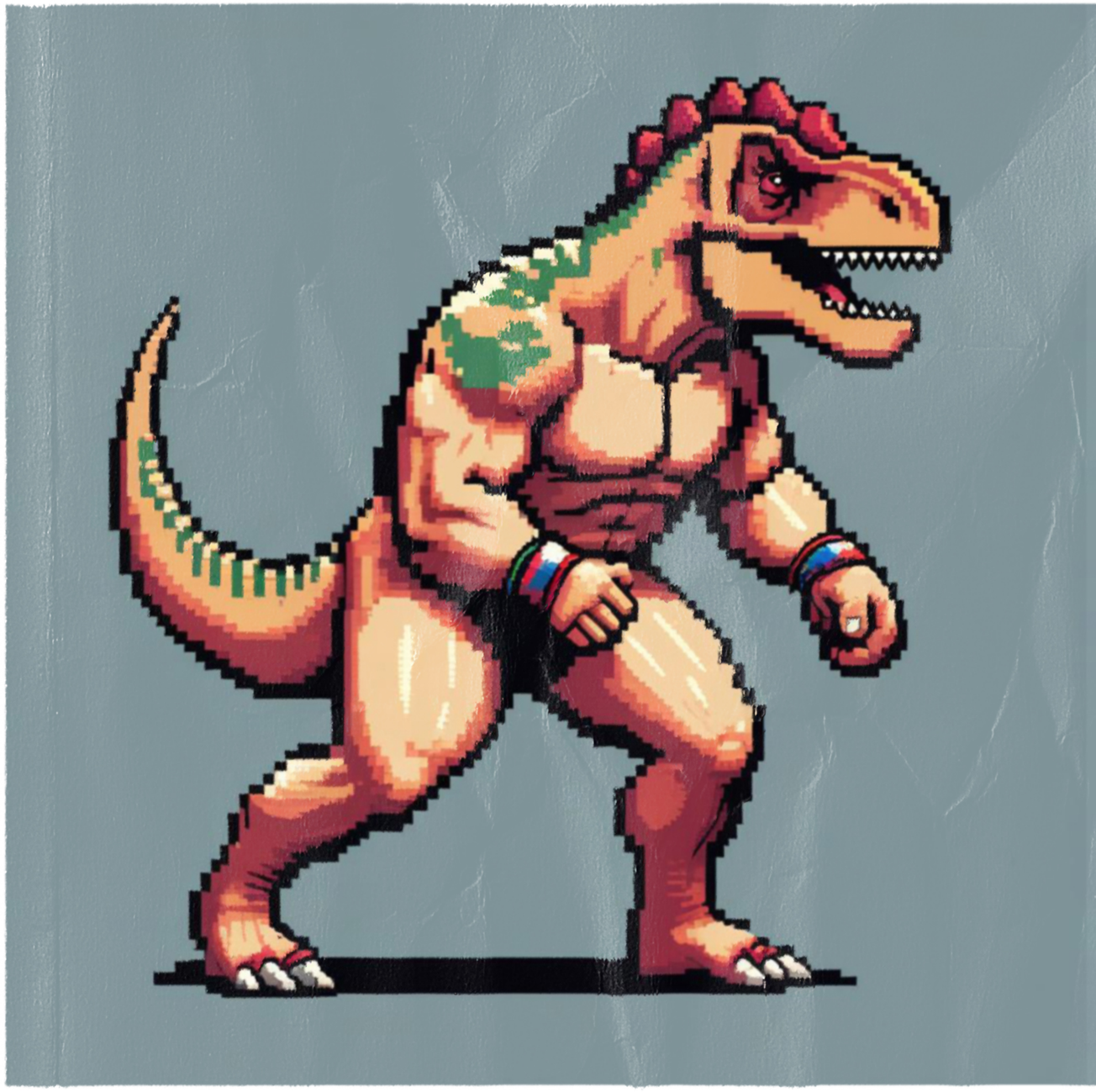
# GUNTHER REX

*Style:* High-Impact Suplex Offense

*Bio:* Hailing from the "wrestling stronghold known as the Jurassic era," Rex has been trained since infancy in hold-based dominance.

*Special Move:* **TyrannoToss** – Unblockable toss if opponent fails to counter within two frames.

*Notes:* Frame-perfect reversals will backfire.



# THE TRASHMAN

*Style:* Wild-Style Brawler

*Bio:* Self-described "junkyard champion" who fights from inside a traschan.

*Special Move:* **Double-Bag Blitz** – A shoulder-based rush with low accuracy but high stun potential.

*Notes:* Always accompanied to the ring by his manager Doug "The Sanitation Commissioner" Rex, who has random taunt inputs that interfere with player control schemes.

# SHADOW MAX

*Style:* Technical Aerial Hybrid

*Bio:* Luchador-style masked phenom. Rumored to be three different wrestlers using the same name.

*Special Move:* **Moon Fall** – Leap from top rope only executable after opponent has taunted twice.

*Notes:* May switch styles mid-match without warning.

# DUKE HARDSTONE

*Style:* Final Boss / All-Around Threat

*Bio:* Former world champion and rumored co-developer of this game's physics engine. No known weaknesses.

*Special Move:* **The Iron Vice** – Engages cinematic grapple that drains momentum bar unless immediately broken with precision 3-button input.

*Notes:* Can taunt during player's signature attempt, which negates it.

# MATCH VENUES

## WHERE THE EARTH TREMBLES AND THE SKY WATCHES

Every bout in *MegaMayhem '88™* unfolds not merely in a ring, but in a crucible of history, myth, and structural instability. These are not your ordinary arenas. These are battlegrounds woven into the fabric of geography and wrestling legend—suspended high above forgotten cities, buried deep below tectonic seams, or blazing beneath ritual suns.

Many of these venues are modeled on actual global locations (pending international litigation), most notably from the sovereign city-state of Jabrovnik—a mist-shrouded stronghold where wrestling is not just sport, but **state ritual**, **religion**, and **inheritance**.

Each arena holds its own secrets. Its own physics. Its own mood.

Some will echo your victories.

Others will remember your failures.

Choose your path wisely. But remember: **the ring always chooses YOU!**

# THE STEEL CANOPY

*Location:* Upper Ring, Burj-Vault Arena

*Geography:* Looming over a forgotten financial district somewhere east of real space.

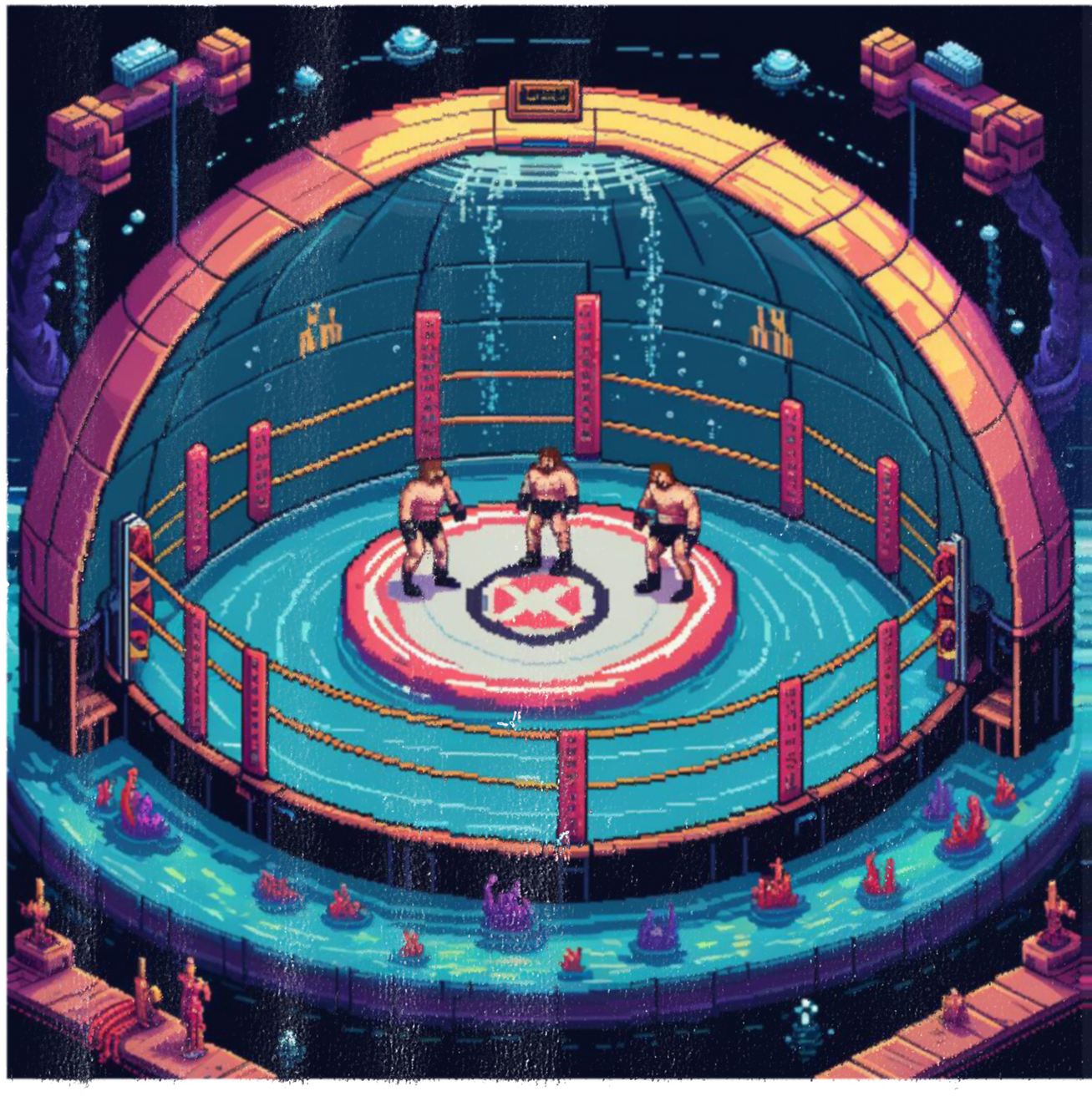
*Overview:* A foreboding ring overlooks a flickering skyline. Spotlights cut through a synthetic smog layer while background drones hum faintly. Match timers count in reverse here, and falls are often...*inconclusive*.

# TREMOR VAULT XIII

*Location:* Below Pacific Shelf

*Geography:* Unknown due to classified subsea coordinates.

*Overview:* A pressure-sealed underwater facility, reinforced with titanium and propaganda. The audience are observant jellyfish and patient cameras. Moves have reduced gravity but increased stakes. Ring ropes spark occasionally.



# STADIUM OF STILL FIRE

*Location:* Volcanic Rim, Mount r'Raka

*Geography:* Nestled in a dormant (possibly?) volcano.

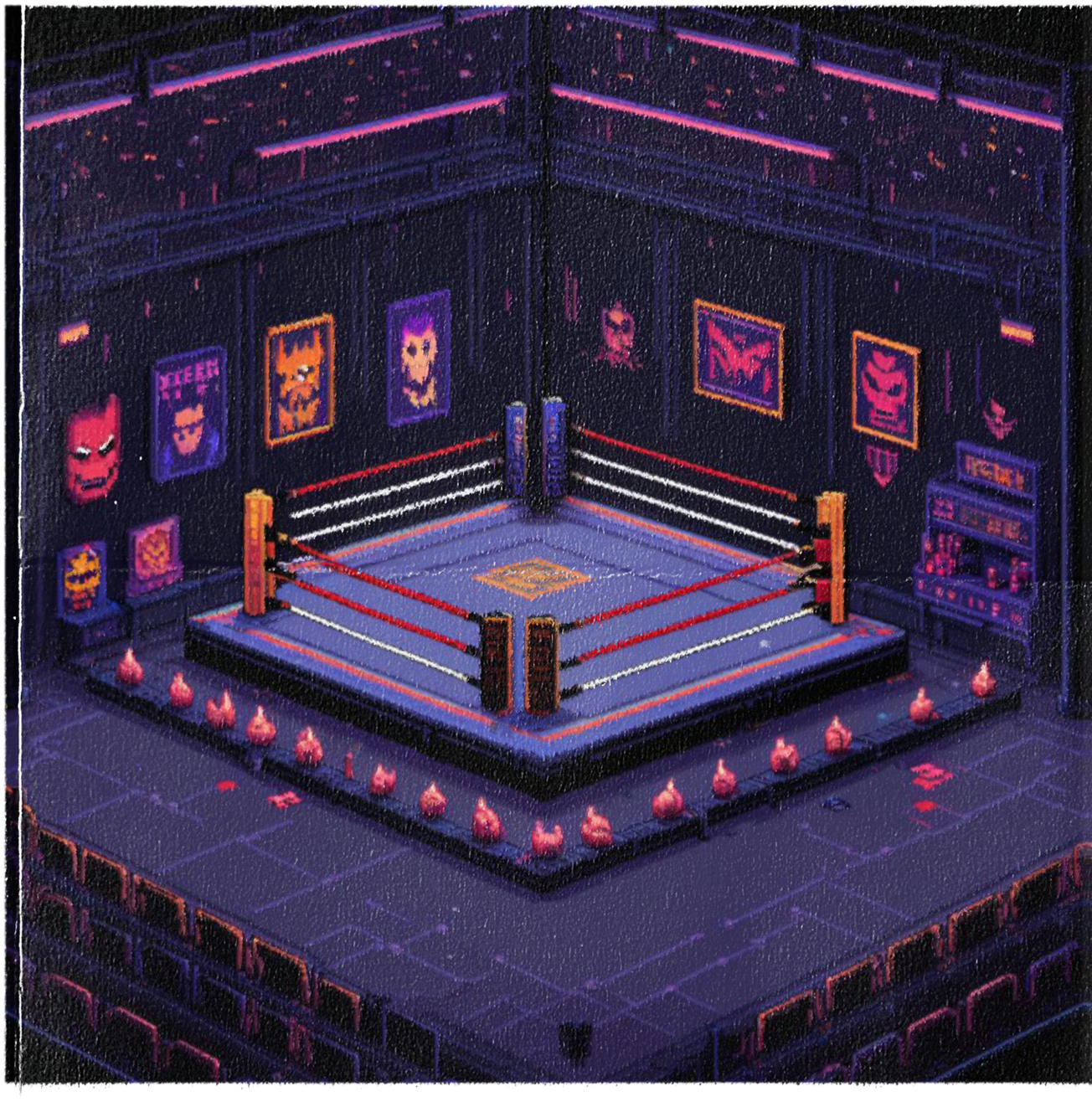
*Overview:* Thick smoke and ritual drums accompany every grapple. The mat is warm to the touch and glows faintly during Signature Form activation. Risk of sudden terrain shifts is nonzero.

# THE REFLECTING PIT

*Location:* Capitol Basement, Jabrovnik Government District

*Geography:* Situated beneath a ruined legislative chamber.

*Overview:* The ring sits at the bottom of a decaying chamber lined with portraits of legendary SWF combatants. Every strike echoes too long. Shadows may not match the wrestlers. Submit holds have unpredictable outcomes here.

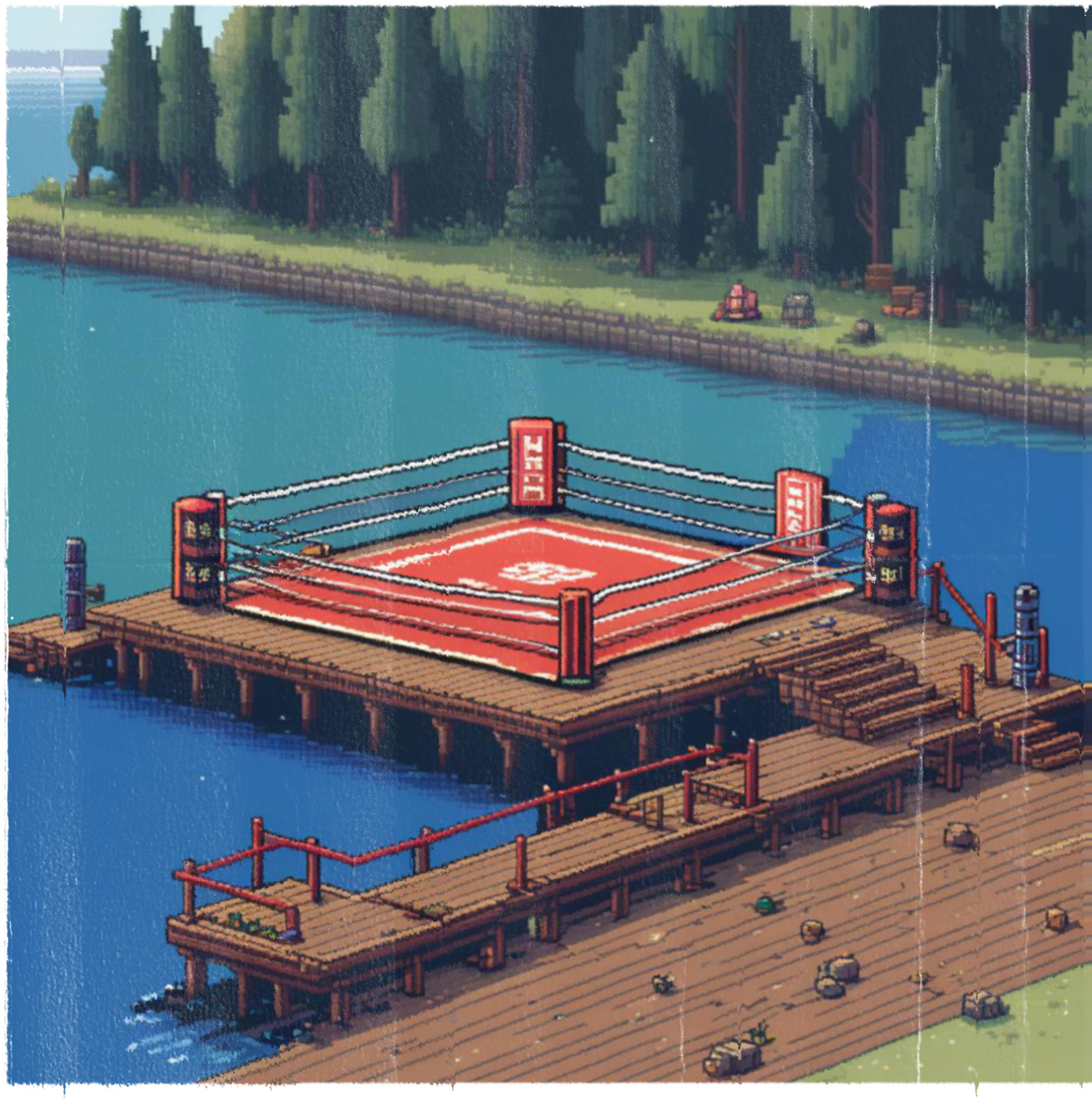


# SHIMMER BEACH

*Location:* The Shores of legendary Lake Takoe

*Geography:* Southeastern Jabrovnik, near the Border of Fog.

*Overview:* The wind smells of ozone and sunscreen. A makeshift ring is built on a wooden pier, half over the lake. During the match, a bell tower across the water rings in unison with high-impact throws. Local legend holds that those who lose at Shimmer Beach forget the match completely.



# THE NEON HOLLOW

*Location:* Subcity Transit Terminal (Sector 28B)

*Geography:* Positioned beneath an abandoned metro line.

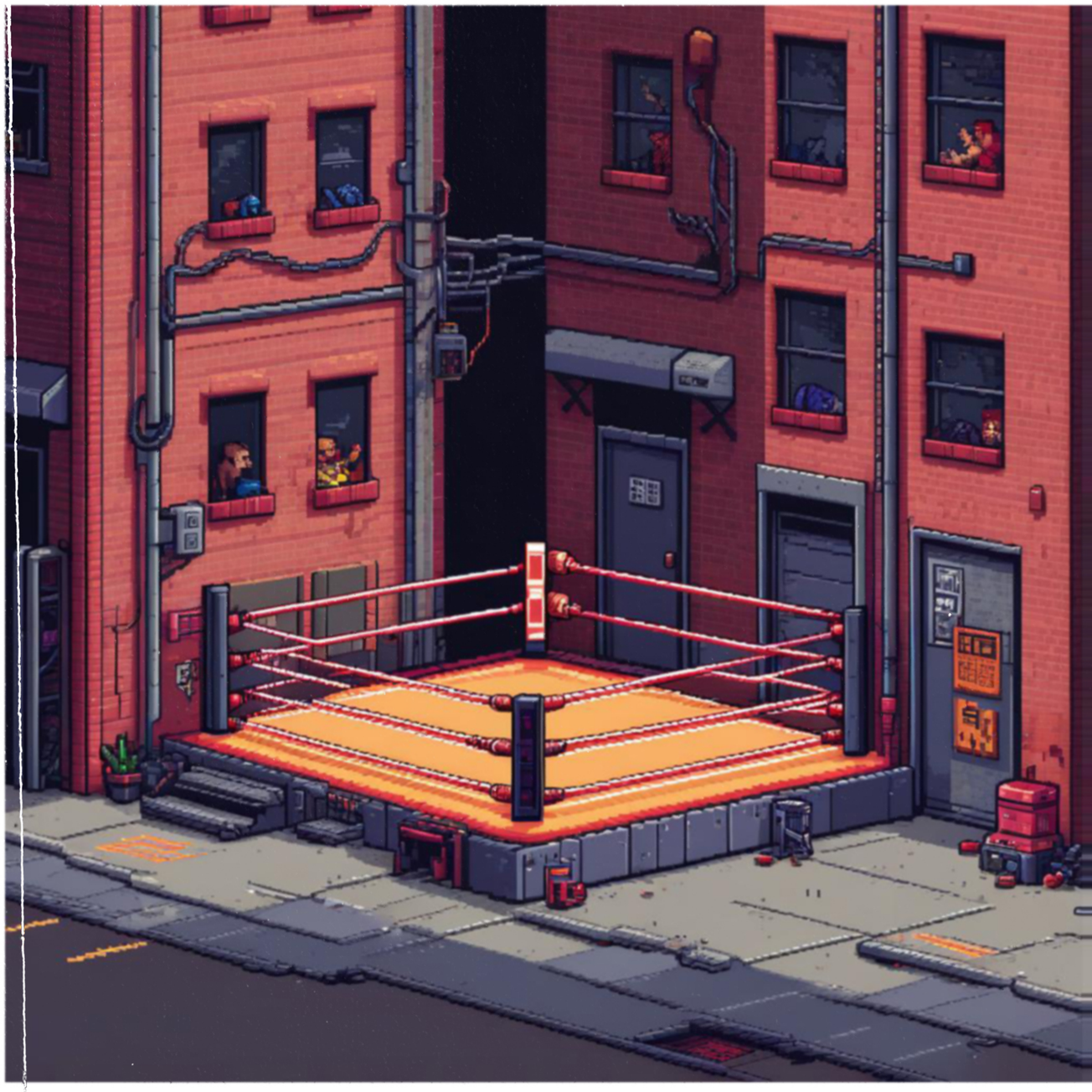
*Overview:* Buzzing signs still flicker. Loose rails clang when slammed upon. An old speaker system loops chants in a dead language. Ideal for fast strikers and the easily disoriented.

# THE ALLEY AT NUMBER 43

*Location:* Unknown Urban Sector

*Geography:* Nestled behind several nondescript city buildings.

*Overview:* Nearby trash fires burn eternally. The ring is laid over asphalt, duct-taped at the corners. There's a cat watching from a window who seems to know the rules. Weapon pickups may appear without warning.

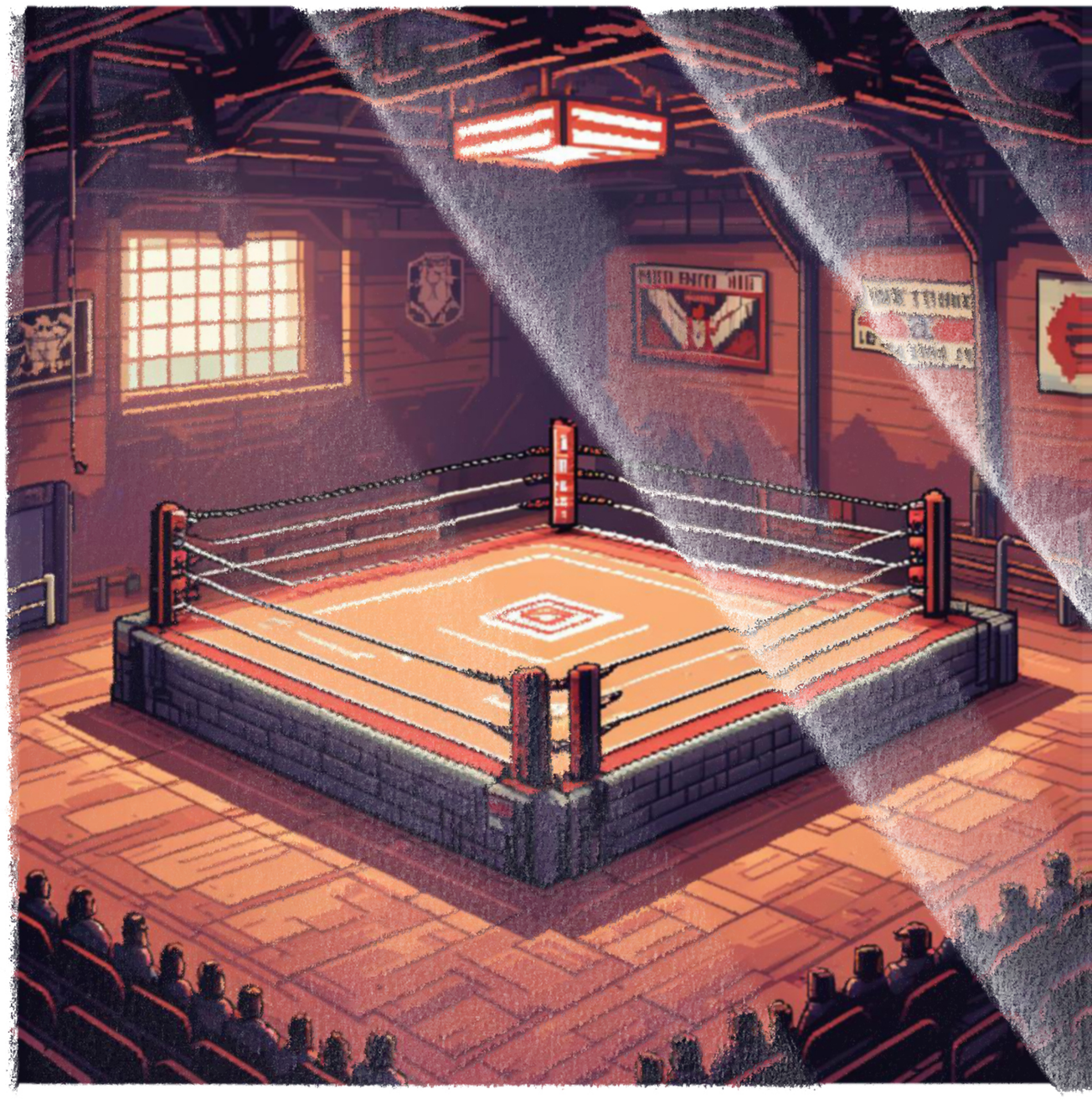


# OLD IRON GYMNASIUM

*Location:* Jabrovnik Industrial Zone

*Geography:* In back of a shuttered warehouse turned training facility.

*Overview:* Flickering lights swing above the ring. Dust clouds mark heavy footfalls. There's a smell of sweat and legacy here. Only the purest chain grapples seem to work. Taunts echo like confessions. Glory's ghost haunts the room.



# WILD WEST WASTELAND

*Location:* Joprovian Mutant Containment Zone

*Geography:* The exact center of barren, punishingly brutal desert plains.

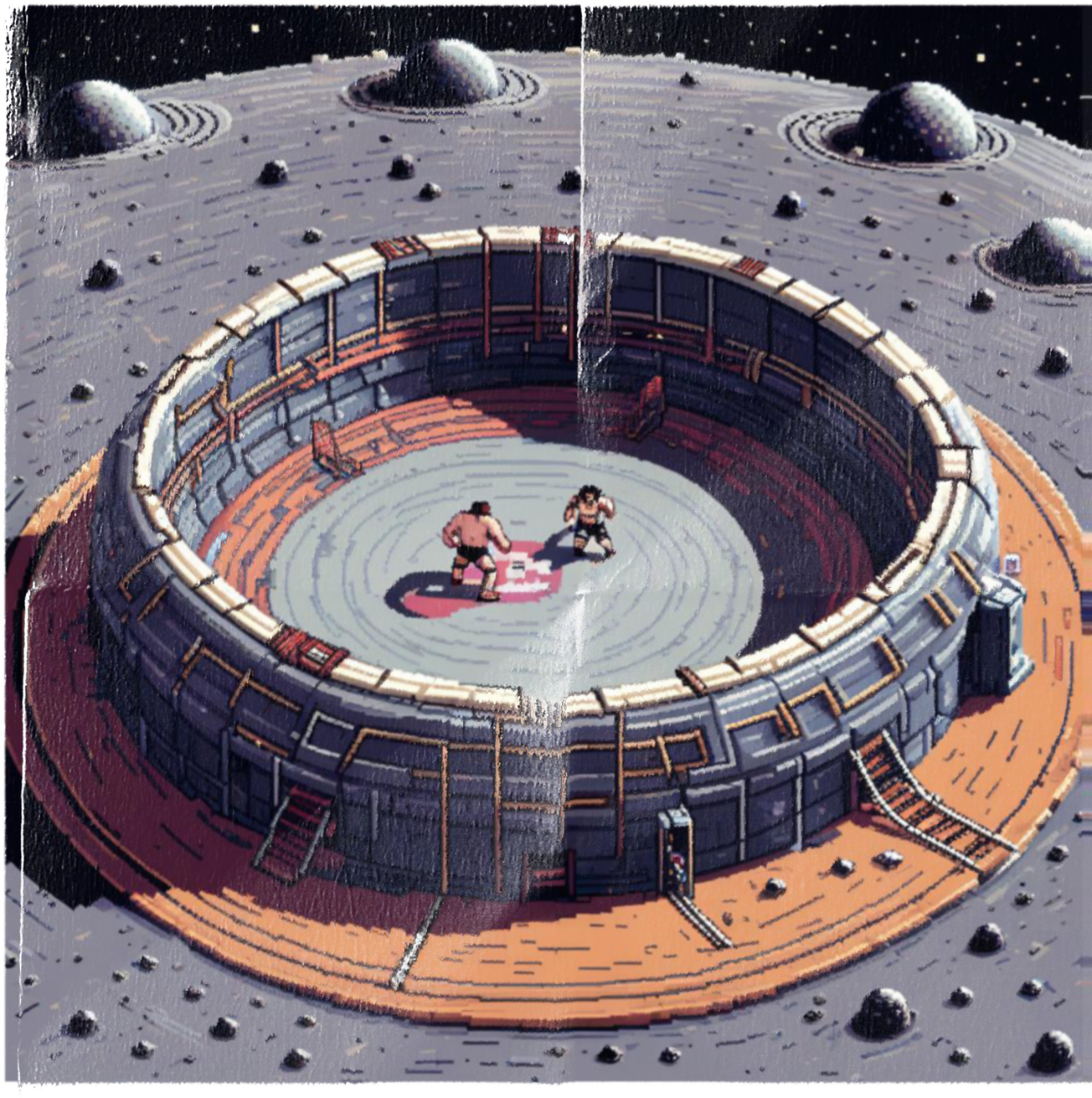
*Overview:* Wrestlers battle against desolate conditions as much as they do against each other. Water and stamina are in short supply. Sky color varies during match. The audience here are lizards and the occasional mutant banned from any nearby living collectives.

# MOON BASE ALPHA

*Location:* The Moon

*Geography:* A rare anti-gravity sport coliseum.

*Overview:* Accessible only through specific code strings and career-perfect progression. The environment is maintained through some unknown mechanism. There is no crowd. No background music. Just the match. Here, inputs feel slightly delayed—yet precise. Wrestlers speak lines and perform moves that are not in the manual.



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For questions, comments, or to report recursive loop anomalies, please contact Hexagon Support Division (Zone 3A), or simply think the phrase: *"I yield to the ring."*

Thank you for participating.

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